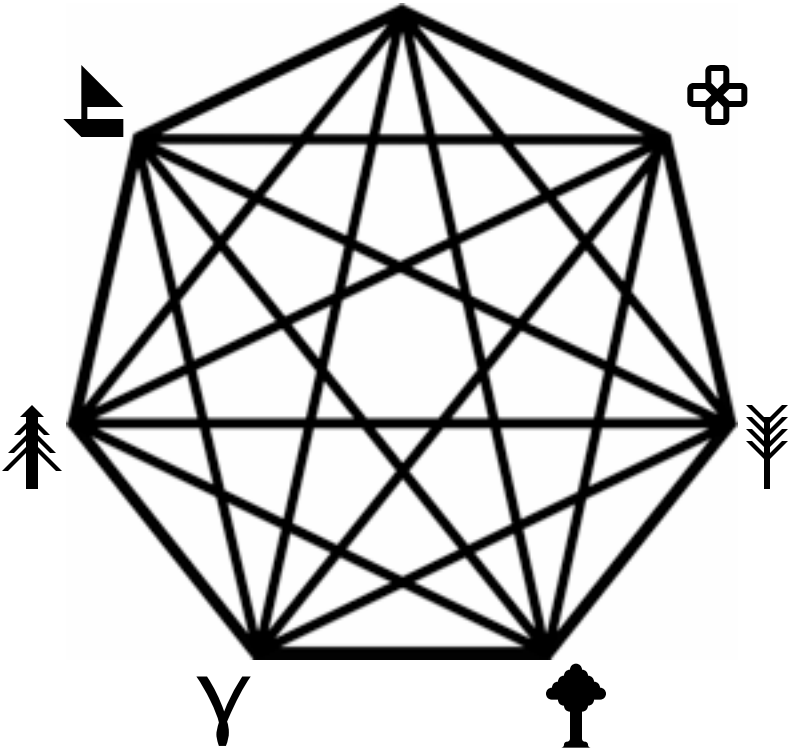


Terosian



Adventures

Rules

Safety Rules:

Marshal: The marshals are the referees and must be respected. They reserve the right to remove you from the premises.

Hold: When you hear “Hold”, stop immediately and repeat the call. Any player may call hold when they are in an unsafe situation including injury. It is only to be used for an unsafe situation and will not to be used to discuss the rules.

Face: The face and throat are considered off limits, should not be aimed for and need not be taken as a hit. The face is defined from the eyebrows to the jaws down to the bottom of your chin. The throat is defined as above your collarbone in between your shoulder blades up to your chin.

Charge: There is absolutely no charging. Charging is defined as forcing another player to move to avoid body contact.

Pommels: Pommels and cross-guards are not considered proper striking surfaces and need not be taken as a hit.

Thrown: No heavy cored weapon (all weapons unless otherwise stated) can be thrown.

Bows: Bows and assisted projectiles are not allowed.

Lightest Touch: To prevent full strength swings, any hit, no matter how light, MUST be considered as a hit.

Civilians: Civilians (non-LARPer) should be treated with complete respect. Combat should pause around civilians for safety reasons. Always give civilians the right of way in every situation.

Fun: Everyone here is here to have fun. If you are finding yourself angry or upset for any reason, please remove yourself from game to calm down. Enjoy yourself while being safe and not ruining anyone else’s fun.

Game Rules:

Hit Areas: We play with six hit areas: two arms (below the shoulders), two legs (below the hip, including the butt), the torso, and the head/neck (legal areas only). If you are hit in a limb (arms or legs) you cannot use that limb. If you are hit in a kill area (torso or head/neck) you are unconscious and dying. The hand, when holding a weapon, is considered part of that weapon. The hand is defined as the wrist joint down. You must take all legal hits from a blow, even if it also hit an illegal hit area.

Contact: Only weapon contact will be tolerated. There will be no person-person contact of any kind, no shield bashing, and no grabbing of your opponents weapons or shield.

Staves: Handles on pole weapons and quarterstaves are considered proper striking surfaces, however they do not deal any damage to any class armor.

Thrown: Thrown weapons must be at least two feet in their longest dimension

Honor: This is a game of personal honor. You are expected to keep track of your own hits and not to cheat. If you were hit in the arm or a lethal area, you are expected to call late if you land a blow afterwards.

Gamepause: "Gamepause" is a call that marshals use, generally out of combat, when they need to change something without game time changing. When you hear "gamepause", stop fighting if you are, and you are out of character for the duration of the gamepause.

Property: Every thing in game can be stolen. Clothing is not considered in game. At the end of the event, it is expected that all players return all items to their proper owners.

General Calls:

Every player should know these calls.

Hold: The most important safety rule. Stop immediately. If you have to put a foot down for balance, check the ground first.

Gamepause: Game time is frozen, and you are out of character for the remainder of the gamepause.

Lay on: Generally with a count down, lay on ends holds and gamepauses.

Waylay: If the person waylaying you is outside your peripheral vision, you fall unconscious. To waylay, simply hit someone and say "waylay".

Forsooth: This is used when your character is doing an action which you are incapable or uncomfortable performing for real. Describe in depth what your character is doing.

Late: The hit you received was late and can be ignored.

Strike: If you are hit with a strike spell, treat it as a weapon hit.

Bash: Either a spell or a modifier to a weapon. You take two damage to the area (only matters for armor).

Freeze: If you are hit by a freeze spell, you are frozen and cannot move for thirty seconds.

Die: Treat being hit by a death wish spell as a lethal hit ignoring armor.

Poison: If you are hit by a poisoned weapon, treat it as a lethal hit if it did not strike armor, otherwise as a normal hit on the armor.

Crushing: A crushing weapon ignores and destroys armor, and when the weapon you're holding is hit by a crushing weapon, all hit areas touching that weapon are considered hit (ignoring and destroying armor).

Deflect: The weapon hit or spell was ignored.

No Effect: The energy type and/or the hit area has no effect.

Equipment:

Weapons: Weapons may be subject to safety checks at any time by a marshal. Shields are considered weapons for the purpose of restrictions. They are divided into four classes. Class one weapons are small one handed weapons that can't be used as a primary weapon. Class two covers all other one handed weapons. Class three weapons are hand and a half. Class four are two handed. Weapons are classified by the event marshal.

Weapon Construction Guidelines: PVC is the most common core for weapons, and should have a diameter of either 1/2", 3/4" or 1". The core should be covered with foam at least 1/2" thick on all striking surfaces. A thrusting tip of about 2" should extend beyond the end of the core, preferably of open cell foam. Thrown weapons should either have a core of foam, or a light core, such as CPVC or golf tubes. They should have a thrusting tip of at least 4" beyond the core and need to be at least 24" in their longest dimension. Shields must be at least 12" in their longest dimension and have all edges and protruding objects foamed.

Armor: Armor allows you to take extra hits. They are also divided into four classes. Class one is made from materials that weren't used as armor such as rubber and plastic. Class two is leather. Class three is maille. Class four is plate. These are guidelines, and the event marshal classifies all armor. All armor must look medieval to be used. Higher class armor may be used as lower class armor if you wish, but not vice versa.

Mundane Items: Players are allowed to bring any mundane items they wish with two restrictions. No real steel and no electronics. Real steel is actual weapons and are not allowed to be used in any circumstance. Electronics are things that use electricity in any way.

Magic Items: Magic items that the players either purchased or won in previous battles can be used as long as they have

a detailed description of what the item does signed by the event marshal of the event where they obtained the item.

Death:

Character death is generally avoided as it is hard to get them back. When you receive a lethal hit, you are unconscious and considered dying.

Unconscious: Whether you are dying or you were waylaid, when you are unconscious, you must place your sword on your head to indicate you are unconscious. You may move if you feel unsafe where you currently are, but if you feel safe, you are expected to either kneel or lay down. You cannot speak in character. You must reveal whatever wounds you may have received if asked.

Dying: When you have received a lethal hit you are unconscious and dying. When dying, you start bleeding out. If you bleed out you are dead. Most characters have five minutes until they bleed out.

Dead: If your bleed time has expired or you were beheaded or scalped while dying, you are dead. Please continue to have your sword on your head. Now you must wait until a healer resurrects you or you hear an rise and fight.

In and Out of Character:

In Character: As soon as the event begins, all players PCs are considered to be in character. That means every move you make, every word you say, your character does. No mentioning of out of game events or items. Any technological references will be considered witchcraft and the character will be humiliated for it.

Out Of Character: Before and after events, you are out of character, meaning your actions and words are not tied to your character. You can also use out of character in an event to ask a question or clarify rules. To do so, place your hand on the top of your head to indicate it. You may also choose

to go out of character if you need a drink or you need to relieve your body.

Breaking Character: If, at any point, you break character, marshals may ask you to sit out for a little while and/or penalize you in xp. Breaking character includes talking about out of game events, taking out of game knowledge in game or even simply overusing out of character when you are supposed to be in character. This can mess with everyone who are in character, and dampens the enjoyment of everyone.

NPCs:

As the game master will need help to weave his story, NPCs become necessary. However, many people would rather play the character they developed. To encourage people to NPC, NPCs are rewarded an additional class point to their character for each time they NPC. If not there are not enough volunteers for NPCing, then people will be chosen as follows: Highest total XP, if there is a tie and not everyone needs to NPC, then it goes by lowest additional class points. If there is still a tie, then it is randomly decided.

Your Character

Your character consists of two parts. The role playing you do and the stats the character has. The stats are the only part that will be covered in this section as you may role play however you please. Your stats consist of two things: your race and your class. You get class points from the race you choose that you spend on one or more classes.

Races:

Dwarf: Dwarves are gruff folk who live in the mountains. They have an eye for treasure and valuables. They are in awe of how the elves managed to gain control of the magic of the land and haven't quite figured out how to replicate the effect. They get +1 natural armor (hit after normal armor, healed by a heal wound or over night, and doesn't affect restrictions), a -5 penalty to mana, and three class points. They require a beard to play and have no weapon or armor restrictions.

Elf: Elves are the fairest race and tend to reside in forests. They love nature and everything that goes with it, including the natural magic of the world. They get deflect 1/day (this stacks with other deflect abilities), +5 bonus to mana, and three class points. They require pointy ears to play and cannot wield class three or greater weapons and cannot wear class three or greater armor.

Human: Humans are tall people who tend to live in farms and cities. They are constantly at war. They get five class points, require no costuming, and have no weapon or armor restrictions.

Orc: Orcs are hulking, stupid people who don't tend to get along well with other races. They tend to roam and not stay in one place. They get rage 1/day (take no damage for the next five hits, then fall unconscious), cannot use arcana, and five class points. They require bone jewelry to play, cannot use ranged weapons, and have no armor restrictions.

Classes:

There are four groupings of classes, each with their own purpose. Combatants are meant to be your primary fighting force and generally have abilities that help them with that. Healers are very necessary in that they keep your party alive with their healing abilities. Mages can do many things depending on what spells they choose. For instance, they could be another combatant with battle magic, or they could do primarily buffs, or whatever the player wants them to do. Scoundrels are skilled at doing things without others knowing, from listening in, to picking pockets, to being invisible. You may choose multiple classes, from the same group or different, if you have the class points to play them both.

Combatants:

Fighter (4): Fighters come from many walks of life. Some are retired soldiers, some are self-taught people trying to find a way in the world, and some are people who found a cause to fight for.

No weapon or armor restrictions.

Level 1: Deflect 1/day

Level 2: 10 minute bleed time

Level 3: Final Blow (you get to make an attack against the person who just killed you as you fall)

Level 4: Bash (weapon modification)

Level 5: +1 Armor (hit after normal armor, healed by a heal wound or over night, and doesn't affect restrictions)

Knight (5): Knights are generally elite soldiers who serve or served a lord. They are all men of honor and cannot harm an unarmed or helpless opponent, and cannot wield arcane as it makes an imbalanced playing field for their opponent.

No weapon or armor restrictions.

Level 1: Ally's Shield (you may take a hit for an ally within ten feet of you. Make sure they know what you are doing and you know where they were hit)

Level 2: Bash (weapon modification)

Level 3: Challenge (you can challenge an opponent to a duel to the death. If any other player interferes, you forfeit and must give yourself to your opponent. If he is no longer alive, you must take your own life)

Level 4: Aura of Shields (all allies within ten feet get deflect 1/day. This effect stacks with any other deflects the player may have)

Level 5: Loyal Unto Death (you remain dying forever and can only die by scalping, beheading, or taking your own life)

Thug (2): Thugs are generally street fighters. They are the sole population of many gangs, and a large proportion of many others. They are a cross between a combatant and a scoundrel.

Cannot wear class three or greater armor, cannot wield class four or greater weapons.

Level 1: Insult 5/day (force an opponent to attack you until someone else attacks them)

Level 2: Avoid Authority (you have a hard time getting caught by authorities, the GM rules on how powerful this is in a situation)

Level 3: Pickpocket (you get clothes pins to place on people's bags or pouches. If the clip goes unnoticed by the wearer of the picked item for two minutes, then you may search it and take what you please. If you wish to remain secret, you may ask a GM to take the bag for you)

Level 4: Intimidate (you can scare off weak opponents, and you can get more information out of a captured opponent)

Level 5: Bash (weapon modification)

Healers:

Cleric (5): Clerics are people of worship who use the power of the gods to wield divine magic. They are kind and will try their hardest to keep things in their group calm and orderly. Their magic is all about healing.

Cannot wear class four or greater armor, cannot wield class four or greater weapons.

Level 1: Heal Wound 5/day (touch a wound and heal it. If you heal a lethal wound, it also wakes the person. If you heal a limb, that person may use that limb. This ability requires twenty five words to use)

Level 2: Heal Wound +5/day

Level 3: Raise Dead 3/day (touch a person to heal all their wounds, and if they were unconscious or dead, they are no longer. This ability requires twenty five words to use)

Level 4: Raise Dead +3/day

Level 5: Rise and Fight 1/day (everyone other than you who can hear you heals all their wounds, and if they were unconscious or dead, they are no longer. You must say "All within the sound of my voice, rise and fight" when you use this ability)

Medic (2): Medics are common folk skilled in the art of healing. While they aren't powerful, they can keep your party alive until they can be healed. Medics often have other talents, but medicine is always something that sets them apart.

No weapon or armor restrictions.

Level 1: Stabilize Person (extend a persons bleed time by sixty minutes. This can only be used once on a body)

Level 2: First Aid (five minutes to heal a wound. If you heal a lethal wound, it also wakes that person. If you heal a limb, that person may use that limb)

Level 3: Create Heal Wound (five minutes to make a potion that when it's drunk, it heals a wound of the receivers choice. If you heal a lethal wound, it also wakes that person. If you heal a limb, that person may use that limb)

Level 4: Cure Magical Wounds (you can heal wounds protected by magic as you would another wound)

Level 5: Create Raise Dead (five minutes to make a potion that when it's drunk, it heals all their wounds, and if they were unconscious or dead, they are no longer)

Ranger (3): Rangers are skilled in nature. They use nature to their advantage over their opponents. They can thrive alone in nature and support a small party singlehandedly. Cannot wear class three or greater armor, cannot wield class three or greater weapons.

Level 1: Find Way (you never get lost while in the wild)

Level 2: Create Heal Wound (five minutes to make a potion that when it's drunk, it heals a wound of the receivers choice. If you heal a lethal wound, it also wakes that person. If you heal a limb, that person may use that limb)

Level 3: Speak With Nature (you can speak with non-sentient plants and animals)

Level 4: Create Raise Dead (five minutes to make a potion that when it's drunk, it heals all their wounds, and if they were unconscious or dead, they are no longer)

Level 5: Become Treefolk (Your race is now treefolk in addition to your current race. You have +3 armor, vulnerability to fire and axes, cannot wear armor, and require leaves for costuming.)

Mages:

Sorcerer (3): Sorcerers are self taught mages. They are mediocre in power but do not rely solely on their arcana. Often, a sorcerer will be a freelancer for hire for anyone with the money.

Cannot wear armor, cannot wield class two or greater weapons.

Level 1: 10 mana, and three spells from the standard spell list.

Level 2: +10 mana, and two more spells from the standard spell list.

Level 3: +10 mana, and three more spells from the standard spell list.

Level 4: +10 mana, two more spells from the standard spell list, and three spells from the advanced spell list.

Level 5: +10 mana, and two more spells from the advanced spell list.

Witch (2): Witches are weak mages. They are unique as they are the only people who can wield arcana and wear armor. They often keep their magic hidden and rely upon their combat until they need their magic.

Cannot wear class two or greater armor, cannot wield class three or greater weapons.

Level 1: 5 mana, and three spells from the standard spell list.

Level 2: +5 mana, and two more spells from the standard spell list.

Level 3: +5 mana, and two more spells from the standard spell list.

Level 4: +5 mana, and three more spells from the standard spell list.

Level 5: +5 mana, and three spells from the advanced spell list.

Wizard (5): Wizards are very powerful mages. They can learn spells from other wizards spellbooks and can create their own spells. However, their arcana is their only defense. Cannot wear armor or wield weapons.

Level 1: 20 mana, and five spells from the standard spell list.

Level 2: +20 mana, and three more spells from the standard spell list.

Level 3: +20 mana, two more spells from the standard spell list, and three spells from the advanced spell list.

Level 4: +20 mana, three more spells from the advanced spell list.

Level 5: +20 mana, and four more spells from the advanced spell list.

Scoundrels:

Assassin (5): Assassins are adept at the art of killing people, but more importantly, getting away with it. Feared by many because of their abilities, they are not seen as good friends.

Cannot wear class three or greater armor, cannot wield class three or greater weapons.

Level 1: Backstab (if you hit someone who can't see you, no one knows who hit that person)

Level 2: Poison Blade (call "poison" as you swing and every hit after armor is considered lethal)

Level 3: Invisible 1/day (place your arms crossing your chest, and you cannot be seen. You cannot attack, and you can stay invisible for five minutes)

Level 4: Invisible +2/day

Level 5: Invisible ∞/day

Rogue (4): Rogues are all purpose scoundrels. They are very useful as a utility. While useful to have around, rogues have been known to steal their party members money, making them be carefully watched by all.

Cannot wear class two or greater armor, cannot wield class three or greater weapons.

Level 1: Picklock (five minutes, open any mundane lock)

Level 2: Pickpocket (you get clothes pins to place on people's bags or pouches. If the clip goes unnoticed by the wearer of the picked item for two minutes, then you may search it and take what you please. If you wish to remain secret, you may ask a GM to take the bag for you)

Level 3: Advanced Search (you can find hidden items when searching)

Level 4: Ignore Traps (you are unaffected by traps)

Level 5: Deflect 5/day

Spy (4): Spies specialize in doing things they shouldn't. They are a specialized utility. They often stick around a group just long enough to learn all their secrets, then sell them to another person for a high price.

Cannot wear armor, cannot wield class three or greater weapons.

Level 1: Extend Ears (you may ask a GM to listen in on a conversation and relay it to you)

Level 2: Bypass door (you may travel through doors as if they weren't there)

Level 3: Connections (you can ask a GM for an item within reason, and s/he will give it to you. It may cost money)

Level 4: Hide appearance (you can appear as any race, wearing any kind of clothing or armor, wielding any kind of weapon)

Level 5: Invisibility ∞/day (place your arms crossing your chest, and you cannot be seen. You cannot attack, and you can stay invisible for five minutes)

Skills:

Skills are acquired the same way as classes, but they don't level. They all cost one class point to use.

Profession: When you choose profession, choose a profession (talk with a marshal). You may choose profession multiple times, choosing a new profession each time. You can do everything that profession does and can earn money in certain situations.

Repair Armor: Spend five minutes to repair one piece of armor one hit point in one hit area.

Speak Language: When you choose speak language, choose a language (Ancient, Dwarven, Elvish, Orc). You can choose speak language multiple times, choosing a new language each time. You can read, write, speak, and understand the chosen language.

Spells

Spells can be acquired by mages in several ways, but only if they have the spell slots open. They can be gotten by leveling up, in which a mage may choose to learn up to the number of new spell slots, but may not fill up old spell slots. They can be taught by a mage that already knows it. To do so, the materials must be used and the teacher uses mana equal to the spell's mana while the learner spends twice the mana. They can be acquired by a wizard from a scroll or spellbook, spending twice the mana and the materials. A wizard can also create spells. Consult a marshal to do so.

Standard Spells:

Energy Immunity (2 mana/10 words): Touched subject is immune to the energy (Fire, Acid, Cold, Electricity, Death) of your choice for five minutes. Example incantation: “May you be shielded from the harming force of [energy].”

Identify (2 mana/10 words): All magical auras within one hundred feet glow with a white light equal to their magical strength for five minutes. Example incantation: “Let me see all the magic that is out there.”

Many Tongues (2 mana/10 words): You can speak and comprehend the verbal parts of all languages for one minute. Example incantation: “Bestow upon me the power to speak all the languages.”

Repair Armor (2 mana/10 words): Touched single piece of armor gets repaired to full health on all hit areas. Example incantation: “May this armor be of use protecting you from harm.”

Dispel (5 mana/30 words): Nullifies a weak magical aura you are either in or touching. Example incantation: “Oh hear me gods. Hear me cry. I need your help in destroying magic. I need you to bestow upon me the strength to destroy this aura and restore balance.”

Magic Armor (5 mana/20 words): Raise the class of touched person’s armor by one in every hit area for five minutes. This armor is hit before regular armor, does not effect restrictions, and can be cast on someone wearing no armor. Example incantation: “I bestow upon you the power to stop swords and spears. You are not invincible, but you are more safe.”

Magic Weapon (5 mana/20 words): Gives touched weapon bashing (weapon modification) for five minutes. Example incantation: “I make your sword more powerful. It can cut through armor and bone and will kill your enemies much faster.”

Strike (5 mana/2 words): When you learn strike, choose an energy (Fire, Acid, Cold, Electricity, Death). You may learn

strike multiple times with different energies. Hit target takes one damage to hit area. The incantation must be “[energy] strike.”

Lesser Banish (10 mana/10 words): When you learn lesser banish, choose a race (either a PC or NPC race). You may learn banish multiple times with different races. Hold your hand up high and everyone of that race cannot enter within ten feet of you for five minutes. If you move closer than ten feet, they must move away. If they cannot move away, they must cower and cannot attack. You must have your hand above your head while the spell is in effect. Example incantation: “By the power vested in me, I banish all [race].”

Bash (10 mana/2 words): When you learn bash, choose an energy (Fire, Acid, Cold, Electricity, Death). You may learn bash multiple times with different energies. Hit target takes two damage to hit area. The incantation must be “[energy] bash.”

Advanced Spells:

Counter spell (5 mana/2 words): Counter spell has two uses, either countering a ranged spell by catching it, or pointing at the caster when a spell is being invoked. The incantation must be “Counter spell.”

Dissipate (10 mana/50 words): Nullifies a moderate magical aura you are either in or touching. Example incantation: “Oh gods, there be magic beyond my control. Help me restore the natural balance to the world by ridding it of this magic and give me the power to do so. I call upon you when I cannot do it alone, when you are the only ones who can help.”

Freeze (15 mana/1 word): Hit target cannot move in any fashion (unless for safety) for thirty seconds. The incantation must be “Freeze.”

Death Wish (20 mana/1 word): Inflict a lethal wound to the hit target. This bypasses armor and is considered a magic wound. The incantation must be “Die.”

Invincible (30 mana/20 words): Touched target ignores lethal hits for five minutes. They lose limbs normally and can be knocked unconscious, but they cannot be dying or dead. Must be cast on a conscious subject. Example incantation: “May you no longer fear death in all his ways. You are immune to death, but you must be careful.”

Antimagic Aura (50 mana/10 words): Any arcana or ritual attempted within ten feet of you, including your own spells, fail automatically for ten minutes. The mana is still used by any mage who attempted to cast inside the aura. Example incantation: “I declare that no spell or ritual will happen here.”

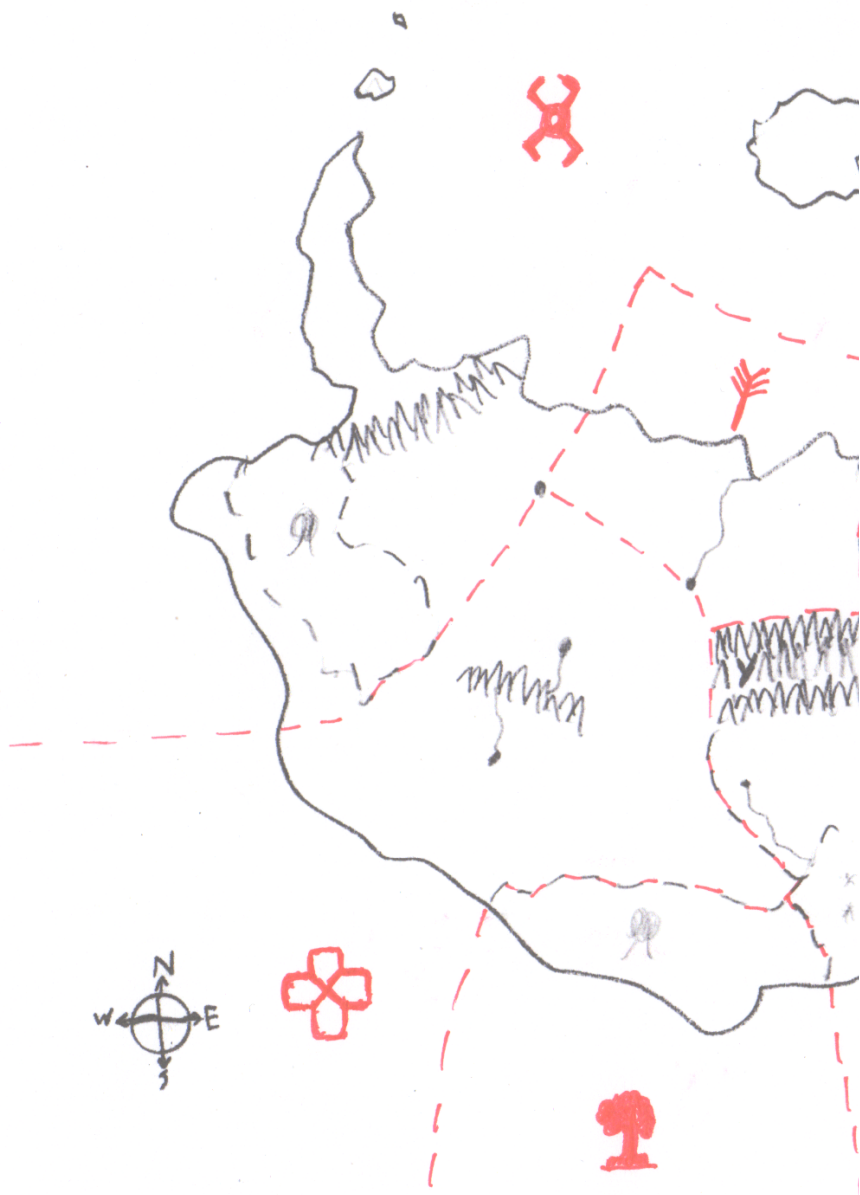
Banish (50 mana/10 words): Hold your hand up high and everyone who you consider an enemy cannot enter within ten feet of you for five minutes. If you move closer than ten feet, they must move away. If they cannot move away, they must cower and cannot attack. You must have your hand above your head while the spell is in effect. Example incantation: “By the power vested in me, I banish all enemies.”

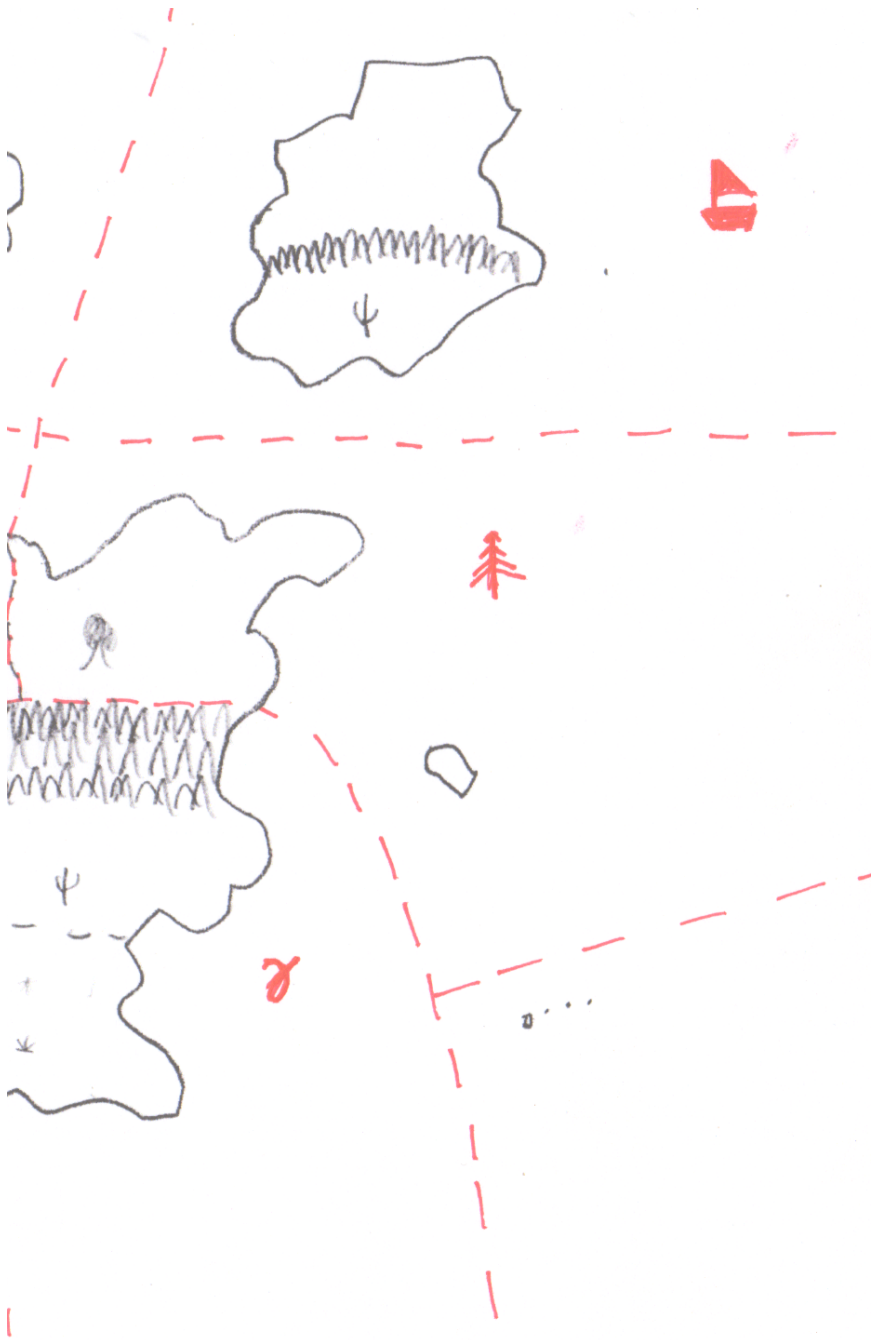
Teleport (50 mana/50 words): Moves you and anyone who you are in contact with to anyplace you have been before. Example incantation: “This will get us out of harms way. I beseech you, oh gods, get me and my friends out of here. Let us go where we wish, unconstrained by distance, only by knowledge. We call upon you in this time of need to get us where we need to be.”

Oust (50 mana/100 words): Nullifies a strong magical aura you are either in or touching. Example incantation: “Oh gods, hear me call your names. There is strong magic afoot that is stronger than all but you. This magic is preventing us and your other subjects from carrying out your word. I need your help in destroying the magic as it is far beyond what I can do by my self. I call upon you because you are the only ones who can destroy it and restore the natural balance that was thrown so far off by the creation of that magic. Help restore the balance of the whole world by the destruction of this single magic aura.”

Restore (100 mana/9 words): Everyone other than you who can hear you goes to full mana. The incantation must be “All within the sound of my voice are restored”.

The World: Terosis





Nations

Ishtek (⌘)

Population: 23M (Human: 45%, Elf: 20%, Dwarf: 20%, Orc: 10%, Other 5%)

Landmass: 300,000 sq. miles

Capitol: Suminor

Colors: Purple, Red

Government: Monarchy

Houses: Eneresh [Royal] (Argenon, Rontil, Proun, Wissertil, Monieshton, Septonor, Lepstor, Reggor, Istepor, Whiggerstire, Quowton, Higgenkor, Yeptor)

Currency: Crown [14 stg] (Scepter [1s=1/14c], Crown [1c=1c], Throne [1t=14c])

System of Units: FFF

Numerical Base: Fourteen

Regions: 6

Sorrek (Forest), Trentel (Plains), Krosh (Mountains), Semtul (Peninsula), Orook (Coast), Urren (Island)

Sledrel (↑)

Population: 9M (Elf: 90%, Human: 4%, Dwarf: 2%, Orc: 2%, Other: 2%)

Landmass: 70,000 sq. miles

Capitol: Lillior

Colors: White, Evergreen

Government: Democratic Republic

Currency: Elfstone [1 stg] (Elfstone [1Es=1Es], Elfcystal [1Ec=100Es])

System of Units: SI

Numerical base: Ten

Regions: 1

Errok (⌘)

Population: 19M (Human: 60%, Dwarf: 30%, Elf: 4%, Orc: 3%, Other 3%)

Landmass: 250,000 sq. miles

Capitol: Trentor

Colors: Gold, Red

Government: Aristocracy

Currency: Shield [5 stg] (Bucker [1Bk=1/5ShI], Shield [1Sh=1ShI], Tower [1Tw=5ShI])

System of Units: Imperial

Numerical base: Five

Regions: 3

Rokor (Mountains), Errestir (South), Urrenstir (North)

Errendur (𐌸)

Population: 11M (Human: 90%, Dwarf: 4%, Elf: 2%, Orc: 2%, Other: 2%)

Landmass: 110,000 sq. miles

Capitol: Errissor

Colors: Gold, Green

Government: Corporatocracy

Currency: Bushel [4 stg] (Peck [1Pk=1/4 Bu], Bushel [1Bu=1Bu], Wagon [1Wa=20Bu])

System of Units: Imperial

Numerical base: Five

Regions: 1

Lerrendwell (𐌷)

Population: 13M (Elf: 90%, Human: 4%, Dwarf: 2%, Orc: 2%, Other: 2%)

Landmass: 90,000 sq. miles

Capitol: Rensillor

Colors: Brown, Evergreen

Government: Geniocracy

Currency: Elfstone [1 stg] (Elfstone [1Es=1Es], Elfcrystal [1Ec=100Es])

System of Units: cgs

Numerical base: Ten

Regions: 1

Serrenok (γ)

Population: 17M (Dwarf: 60%, Orc: 30%, Human: 4%, Elf: 3%, Other 3%)

Landmass: 220,000 sq. miles

Capitol: Rookior

Colors: Gold, Silver

Government: Elective Monarchy

Currency: Gold [100 stg] (Copper [1cp=1/100gp], Silver [1sp=1/10gp], Gold [1gp=1gp])

System of Units: Imperial

Numerical base: Ten

Regions: 3

Glokvoid (Mountains), Minsimal (Desert), Shtor (Swamp)

Aquen (▲)

Population: 15M (Human: 40%, Dwarf: 40%, Elf: 8%, Orc: 7%, Other 5%)

Landmass: 170,000 sq. miles

Capitol: Merestor

Colors: Grey, Blue

Government: Aristocracy

Currency: Ship [100 stg] (Boat [1Bt=1/100Sh], Sloop [1Sl=1/10Sh], Ship [1Sh=1Sh])

System of Units: Imperial

Numerical base: Ten

Regions: 3

Sentrel (Plains), Urren (Mountains), Slavek (Desert)

The Gods

The Terosis pantheon consists of twelve gods. They recruit help from their worshipers and demigods to complete their duties. They were once mortals, but transcended the need for bodies. Their worshipers preside in temples to the gods that are a huge collection of self-sufficient buildings.

Morell: Morell is the goddess of the earth. She gives the earth its fertility. She is kind and gentle and rewards the hard working farmer. Her domains are abundance, agriculture, earth, fertility, and harvest.

Arnorish: Arnorish is the god of honor. He is kind, but hard and makes sure that manners are always used when greeting guests or treating strangers. His domains are chivalry, courage, discipline, honesty, honor, loyalty, and mercy.

Orious: Orious is the god of civilization. He is always pushing the boundaries and making small towns into large cities. His domains are civilization, commerce, and exploration.

Quent: Quent is the god of war. He has a short temper and is always pushing for war on all fronts. He makes sure that humans never get over their aggressive instinct. His domains are conquest, victory, and war.

Nominior: Nominior is the goddess of knowledge. She pushes innovation in people everywhere, and gives ideas to many people on a seemingly random basis. Her domains are engineering, knowledge, and learning.

Aurinor: Aurinor is the goddess of the hearth. She helps mothers raise their families and give generously to all who know where their true home is. Her domains are family, home, hearth, and love.

Argous: Argous is the god of fire. He has a very short temper and tends to keep grudges. He rides the sun across the sky and sees everything that happens underneath him. He also enjoys inflicting pain on others. His domains are fire, hatred, sun, pain, panic, and rage.

Illor: Illor is the goddess of the sky. She controls the weather and the winds. She hardly pays attention to mortal affairs and does as she pleases with the weather. Her domains are air, sky, weather, and wind.

Oros: Oros is the goddess of water. She controls all the water, but she is also the healing goddess. She is the kindest of the gods and always tries to heal the hurting. Her domains are water, sea, healing, medicine, and rebirth.

Zenth: Zenth is the god of justice. He is very strict and always holds to the letter of the law without remorse. He makes the divine laws and holds the gods to them. His domains are judgement, law, and justice.

Peetous: Peetous is the god of death. He is lord of the night and the moon. He is the most manipulative god and tends to use his powers for corruption and power. His domains are night, moon, evil, and death.

Nimnor: Nimnor is the goddess of nature. She despises most mortals and their destruction of nature. She does everything in her power to defend nature from the mortals. She does appreciate the elves and their love for nature. Her domains are nature, animals, and plants.

Community

Is this booklet not clear enough? Spelling/grammar mistakes? Any questions? Please email Tommy Linden at bob.tommy.linden@gmail.com

Terosian Adventures currently only has one chapter, based in Bedford, Massachusetts. It was founded in January of 2013 and had it's first event in February of 2013. What started as a group of friends hitting each other with boffer swords has transformed into a group of wonderful people in a world filled with adventure hitting each other with boffer swords. We welcome people of all skill levels and ages. Our youngest member started playing with us when he was 8. We do however ask that you obtain informed parental consent if you are younger than 13. Our game masters and marshals are volunteers who do this because they enjoy it. Please make it easy for them. It is an all volunteer group making it free for you to play. Enjoy, and may your sword be a terror to all those who oppose you.

Grand Marshal: Tommy Linden

Senior Marshals: Daniel Johnson-Carter

Junior Marshals: Taylor Yeracaris, Caryn Johnson, Linda Bittenson, Katrina Skidmore, Alex Werbos, Maggie Rubin

If you would like to become a marshal, please contact Tommy Linden. You will be expected to help out the game master at several quests, distinguishing yourself from the other NPCs. The privilege of junior marshals is that they may GM a LARP as long as a senior marshal is present. Senior marshals may organize and run LARPs. The grand marshal is in charge of everything regarding the rules, marshals, and everything concerning Terosis.